

SUPER REPO!

A roleplaying game by Nick Wedig. Based off a game idea by Alan Goodall and a game mechanic by Vince Baker.

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This is a roleplaying game about people who live in a superhero universe. Elsewhere in the setting, Solarman is punching out the villainous Dr. Thunder right now. But this is not a game about them. This is about the guys in the background, who have to deal with the everyday shit that most superheroes don't worry about. Sure, you have some superpowers, but you still gotta pay the rent, right?

So you did what any schmuck would do: you got a job. Specifically, all the player characters are employees of **Teapot Dome Superpowered Repossession Services**. When a supervillain defaults on their loan, their creditors hire you to recover their collateral. (*What, you thought that villains paid in cash? Doomsday weapons aren't cheap, man. They buy it on credit, like everyone else.*) Sometimes, the collateral is an experimental vehicle or a giant battle robot or a cybernetic army. Doesn't matter, so long as you get it back.

One of you will play the GM and control the setting, minor characters and the like. The GM doesn't get a Primary Character (PC) to control. All the other players will each control a PC.

To create your Primary Character, choose or randomly draw one background, one power and one flaw. The background and powers will tell you something about your character. Flaws are up to you to determine. Answer the questions on each and tell your answers to the GM and other players. Name your character. Introduce yourself to your co-workers, and get ready to play the game. (*Crazy variant: shuffle all three card types together, then deal each player three cards.*)

When you want your character to accomplish a task, any player can suggest one way it would go wrong. That's when we go to the dice to find out what happens.

First, the player states what they want to accomplish. Then the GM states one way that this action could go wrong, and one of the regular players describes a different way it could go wrong.

Important note: Don't roll until you've declared the ways something could go wrong. Also, you should make sure that the dangers that might happen don't invalidate the action's success.

Now we know what you're trying to accomplish and how you can screw things up. You're ready to roll the dice. Take 3d6 to start with. If your super powers are relevant, you can take a d10 instead of one d6 and roll that. Similarly, if your background is relevant, take a d8 and roll that instead of a d6. If your flaw is hindering you, roll a d4 (and take a d12 to be rolled instead of a d6 on any later roll). Roll your three dice.

Assign one die to each of the potential dangers and one to whether you succeed at the task. You get to decide which die goes where. Any die showing 4 or higher is good for you. If you assign a 4 or higher to your goal, then you achieve that action. Put a 3 or less there and you don't get what you wanted. The same things works for avoiding or overcoming the things that could go wrong. If you put a 4 there, then you don't make your life any harder in pursuit of your goal. If the danger gets a 3 or lower, then that potential tragedy has come to pass. So when you roll a 6, a 4 and a 2, you have to ask yourself: *What is more important to you - success or avoiding the dangers?*



You started fighting crime when you were nine. Now you're an adult, without any real job skills.

Who was your superhero mentor?

When this background is useful to your task, roll a d8 instead of one d6.



**"REFORMED"
VILLAIN**



One day, while being pummeled in the face by Solarman, you started to rethink your wicked ways.

Are you reformed, or is this an act?

When this background is useful to your task, roll a d8 instead of one d6.



**STRANDED
ALIEN**



The replacement warp core won't pay for itself. Until you fix your ship, you need an honest job.

What is your home planet like?

When this background is useful to your task, roll a d8 instead of one d6.



RETIRED



Vigilante justice doesn't pay the bills. To pay your medical bills, you hung up the cape and got a job.

Who was the worst villain you fought?

When this background is useful to your task, roll a d8 instead of one d6.



You were a hero, until the media caught wind of your... hobbies.

What was the scandal that got you kicked out of the League of Heroes?

When this background is useful to your task, roll a d8 instead of one d6.



**MILITARY
EXPERIMENT**



The government hacked your genome, but now you're just another unemployed veteran.

Why did you leave the military?

When this background is useful to your task, roll a d8 instead of one d6.



So a few of your wagers didn't pay off like you'd hoped. You took this gig hoping to earn some fast dough.

Who do you owe the money to?

When this background is useful to your task, roll a d8 instead of one d6.



**COLLEGE
KID**



You're only doing this job to pay your way through school. You don't really care about the repo business.

What's your major?

When this background is useful to your task, roll a d8 instead of one d6.



GADGETEER



You can build nearly any device, given time and enough machine parts.

What gadget do you always keep handy?

When your super powers are useful to your task, roll a d10 instead of one d6.



BRICK



You're bigger, stronger and tougher than anybody else around.

What is the one thing to which you are vulnerable?

When your super powers are useful to your task, roll a d10 instead of one d6.



ANIMAL HERO



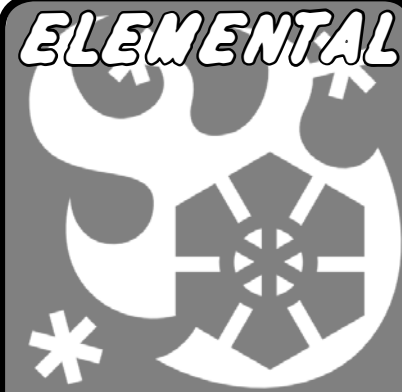
You have the proportionate strength of an armadillo or the speed of a bison or whatever.

What animals' powers do you possess?

When your super powers are useful to your task, roll a d10 instead of one d6.



ELEMENTAL



You can create and manipulate fire or ice or water or milk. Something like that. Cheese, maybe

What substance can you control?

When your super powers are useful to your task, roll a d10 instead of one d6.



PSYCHIC



You can sense things with your mortal mind that ordinary humans cannot.

What two psychic abilities do you have?

When your super powers are useful to your task, roll a d10 instead of one d6.



MAGE



You have trained in the mystic arts and now wield your sorcerous powers... to repossess cars.

What spell can you cast without effort?

What spirit can you summon for help?

When your super powers are useful to your task, roll a d10 instead of one d6.



SPEEDSTER



You can run faster than a speeding bullet... not that you want to outrun any bullets for this crummy job.

What bad thing happens if you push yourself to go too fast?

When your super powers are useful to your task, roll a d10 instead of one d6.



SNEAKY



You are amazingly stealthy, intimidating and skilled in combat. You can silently disappear in a second.

Who trained you to be a ninja?

When your super powers are useful to your task, roll a d10 instead of one d6.



FLAW



Everybody has some sort of major shortcoming.

What's your malfunction?

When your flaw is relevant to your task, roll a d4 instead of one d6. But you also gain a d12 (which can be used instead of a d6 on one future roll.)



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